# LOOK FOR THESE GREAT PRODUCTS FROM EIDOS INTERACTIVE




EIDOS
INTERACTIVE

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

EIDOS Interactive 303 Sacramento St., San Francisco, CA 94111
**www.eidosinteractive.com**

MACHINEHEAD, CORE, TOMB RAIDER and Lara Croft and her likeness and EIDOS Interactive are trademarks of EIDOS, PLC. © 1996 EIDOS. Marvel Comics, The Incredible Hulk and the distinctive likeness(es) thereof are trademarks of Marvel Comics, Inc. and are used with permission. © 1997 Marvel Characters, Inc. This game is licensed for use with the Sega Saturn system only. Security Program © SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.

SEGA™

EIDOS
INTERACTIVE

SEGA SATURN™

# TOMB RAIDER™



OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-7910H

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

# TOMB RAIDER

## CONTENTS

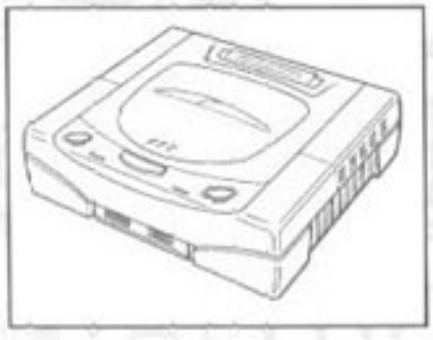

Setting Up ..... 2
In-Game Controls ..... 3
Introduction ..... 4
Menu Ring Controls ..... 4
Starting the Game ..... 5
Actions ..... 6
Swimming ..... 7
Attacking ..... 8
In Game Menu Rings ..... 9
**Eidos Interactive Hint Line ..... 11**
Credits ..... 11

# Setting Up



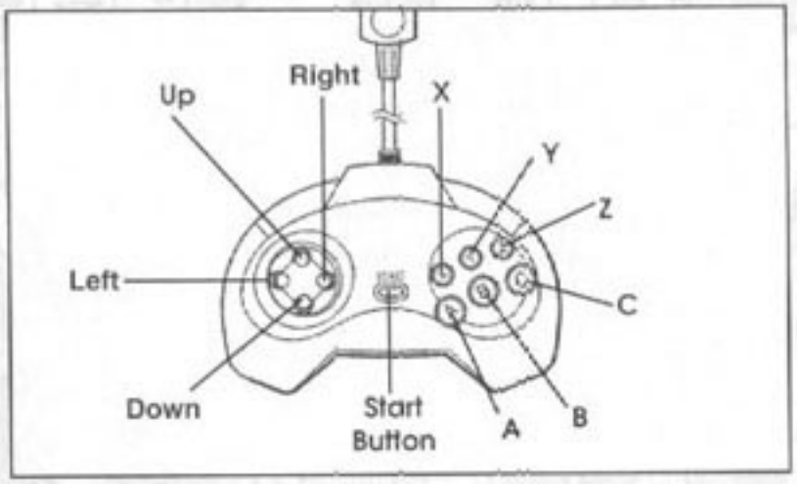
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Tomb Raider disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



# In-Game Controls

(Defaults)




| | |
|---|---|
| Up | Run Forward |
| Down | Jump Back |
| Right | Turn Right |
| Left | Turn Left |
| **Button A** | Jump |
| **Button B** | Action |
| **Button C** | Draw/Holster Weapon |
| **Right Paddle** | Forward Roll |
| **Left Paddle** | Walk (when used with D-pad up or down) |
| **Button X** | Side Step Left |
| **Button Y** | Look (use with D-pad) |
| **Button Z** | Side Step Right |
| Start | Pause/Unpause, while displaying the Menu Rings |

# INTRODUCTION

Lara Croft, daughter of Lord Henshingly Croft, was raised to be an aristocrat from birth. After attending finishing school at the age of 21, Lara's marriage into wealth had seemed assured, but on her way home from a skiing trip her chartered plane had crashed deep in the heart of the Himalayas. The only survivor, Lara learned how to depend on her wits to stay alive in hostile conditions a world away from her sheltered upbringing. 2 weeks later when she walked into the village of Tokakeriby her experiences had had a profound effect on her. Unable to stand the claustrophobic suffocating atmosphere of upper-class British society, she realized that she was only truly alive when she was travelling alone. Over the 8 following years she acquired an intimate knowledge of ancient civilizations across the globe. Her family soon disowned their prodigal daughter, and she turned to writing to fund her trips. Famed for discovering several ancient sites of profound archaeological interest she made a name for herself by publishing travel books and detailed journals of her exploits.



# MENU RING CONTROLS

Use Up and Down on the D-pad and Button A or C to select a particular item. The Start Button quits the FMV, and Demo Mode.

Use Right and Left on the D-pad to toggle through individual category options.

Pressing Button B within the Menu screens takes you back to the previous screen until you arrive back at the Title Screen.

# STARTING THE GAME

Following a short introductory FMV sequence you will be presented with the Title Screen. Pressing the Start Button will start the game and display the:

**Passport** - main game options
The passport allows you to start a new game, load a previously saved game or quit.



Press Button A or C and the passport will flip open.

1. **Load Game:** Pressing right and left flips you through the pages of the passport. The first page allows you to choose and load a previously saved game.

2. **Start Game:** This page will start a new game.

3. **Exit To Title:** This page of the passport quits the game, and exits back to the Title Screen (in-game option only).

4. **Restart Level:** Restarts the current level from the beginning (in-game option only).

**Snapshot** - Lara's Home.



- Choose the Snapshot to access the interactive training level. Lara will explain how the game controls work.
- To exit the Gym press the Start Button and use the exit options within the Passport, or complete the training exercises.

**Flashlight** - Gamma.



The flashlight allows you to change the brightness level of the game screen on your TV.

Use the D-pad and press Button A or C to select.

**SATURN Game Pad** - Control configuration
Press up and down on the D-pad to scroll through the three pre-set control configurations, press Button A or C to select.

# ACTIONS

**Running**
Pressing Up moves Lara forward at a running pace. Pressing Down makes Lara jump back a short distance. Pressing Left or Right turns Lara Left or Right.

**Walking**
By pressing the walk button in conjunction with Up or Down on the D-pad Lara can carefully walk forwards or backwards. While the walk button is held down, Lara will not fall off any edge. If you walk up to an edge, Lara will automatically stop.

**Side Steps**
Side Step Left and Right buttons do exactly as you might imagine.

**Roll**
Selecting Roll will make Lara dive forward, and finish up facing the opposite direction.

**Jumping**
Lara can jump in any direction to evade her enemies. Press the jump button and Lara will jump straight up into the air. If you press a direction immediately after pressing jump, Lara will jump in that direction.

*NOTE: By jumping straight up while holding the Action Button, Lara can "inch" her way forwards and grab those tricky ledges.*

**Grabbing hold**
If Lara is near to a ledge while she is jumping, pressing and holding the action button will allow her to grab the ledge in front of her and hang there. Press Left or Right, and Lara will shimmy sideways. Pressing Up will make Lara climb up to the level above. Let go of action and Lara will drop.

**Climbing**
If Lara is faced with an obstacle that she can climb over, pressing forward and action will make her vault onto it.

**Picking objects up**
Lara can retrieve objects and store them in her inventory. Position Lara so that the object you want to retrieve is in front of her feet. Press the action button and she will pick it up.

**Using switches**
Position Lara so that the switch is in front of her. Press the action button and she will use it.

**Using Puzzle Items/Keys**
Position Lara so that the object receptor is in front of her. Press the action button and the item ring will appear. Left and Right will allow you to select the object you want to try, and pressing action again will use it.

**Pushing/Pulling Objects**
Lara can push certain blocks around and use them to climb up to greater heights. Stand in front of the block and hold the Action Button. Lara will get into her ready stance. Once she is ready, press down to pull the block, and up to push it.

**Looking around**
Pressing the look button will bring the camera directly behind Lara, from wherever the camera is currently facing. With the look button held down, the direction buttons allow Lara to look around her. Once you let go of the button, the view returns to normal. (tip- if you are trying to line Lara up for a jump, and the camera is in an awkward position, pressing the look button on its own will show you the exact direction she is facing.)

# SWIMMING

**Underwater**
If Lara finds a pool of water, she can jump in, and have a jolly good swim around. Lara can hold her breath for about two minutes. If she is still underwater after the air meter runs out, she will take damage until she drowns.

Pressing Up, Down, Left or Right makes Lara rotate in that direction. Pressing and holding Jump makes Lara swim.

Lara can pull levers and pick up objects under water. Just position Lara as close as you can, then press and hold the Action button.

**Swimming on the surface**
Left and Right will rotate her. Up and down make her swim forward and backward. You can also use the side step actions to swim Left or Right when Lara is on the surface.

Pressing jump will make Lara dive under the surface again, pressing action and up when Lara is close to an edge will make her climb out.

**Diving**
To dive, preferably into water, simply hold the Walk button, press the Jump button, and immediately press Up on the D-pad. This move has no real advantage over jumping into the water other than it looks great!



# ATTACKING

Lara starts the game carrying two pistols. Later in the game she may find some extra weapons.

**Shooting**
Press draw and Lara will draw her guns. If Lara sees something she doesn't like the look of she will point her guns at it. If there are multiple enemies, Lara will lock on to different targets, choosing the best one as she sees fit.

Pressing action while Lara is aiming at something will assign that enemy as the current target. It will remain as the current target indefinitely while the action button is held down, regardless of whether or not Lara is able to hit the target.

To make Lara continue shooting the current target after she has lost her lock, simply point her in the proper direction.

If you want to shoot a different enemy, simply let go of action, and Lara will pick a new target.

While you have your guns out, Lara can no longer do anything that would involve the use of her hands.

# IN GAME MENU RINGS

While in-game pressing start will display the Menu Rings. Press Left and Right to rotate the menu ring. Press Button A or C to use or select the highlighted item.

Press Up or Down to swap between Inventory, Items and Options rings (see menu ring for details of the options available).

## 1.Inventory Ring



**Compass**
Select Compass to display the direction in which you are facing.



**Weapons**
The pistols are, by default, selected and ready to use. If you have found any extra weapons simply select them and press Button A or C. You can also see how much ammo is available for the extra weapons by pressing Start.



**Small Medi Pack**
Using a small medi pack will restore 50% of Lara's health.



**Large Medi Pack**
Using a large medi pack will fully restore Lara's health.

## 2. Items Ring

Lara will find some objects that may be useful in solving puzzles, and if collected this is where they are stored.

## 3. Option Ring—Refer to "Starting the Game"

**Passport**
Here the three options open to you are: Load Game (previously saved game or level), Restart Level or Exit to Title (screen).

**Flashlight**
The flashlight allows you to change the brightness level of the game screen on your TV.

**Save Game**



Collecting a Save Game Beacon, a revolving diamond, by picking it up will save your current game at that point. At the end of the level you will be prompted as to whether you wish to save your game here. If you choose to do so then your current mid-level save game will be overwritten. All successfully completed levels will be saved and available for loading.

Your full game configuration will be saved within the Save Game.

**Load Game**
To load a previously saved game, proceed to the Menu Ring. Select the Passport and choose Load Game, then select the game you wish to load. A more detailed description of the Passport functions is given under Starting the Game - Passport.

**Statistics Screen**
At the end of each level you are presented with a Statistics screen, in which you will be able to judge just how well you have performed.

At the successful completion of each level your health will be restored to 100%

If you die in-game you will be presented with the Passport Screen. Here you will be given the opportunity to Load Game (previously saved game), Restart Level or Exit to Title screen.


# EIDOS INTERACTIVE HINT LINE

## 1-900-77-EIDOS

Cost of Call $0.95/minute/Must be 18 years or have Parent's Permission/Touch-Tone Phone Required.


# CREDITS

FOR CORE DESIGN, LTD

**Programmers**
Jason Gosling, Paul Douglas, Gavin Rummery

**Graphic Artists**
Toby Gard, Heather Gibson, Neal Boyd

**Additional Programming**
Derek Leigh-Gilchrist, Andrew Howe, Mansoor Nusrat

**Additional Artwork**
Lee Pullen, Peter Barnard, Stuart Atkinson, Dave Pate

**Music**
Nathan McCree

**Sound Effects**
Martin Iveson

**Original Concept**
Toby Gard

**Executive Producer**
Jeremy H. Smith

FOR EIDOS INTERACTIVE

**Producer**
Mike Schmit

**QA**
Frank Hom, Tom Marx, Matt Miller, Brian Schorr, James Poole
Phil Gelber, Phil Baker, Press Gabrillo, M.R. Kelly, Mike McHale

**Marketing Support**
Paul Baldwin, Gary Keith, Sutton Trout
Lee Wilkinson, Kelly Zavislak

**Special Thanks**
Ann Cuadra, Charlette Grate, Bozz, Dominic Wheatley,
Jo-Kathryn Unterkircher, Joe O'Donnell, John Kavanagh, Karl Hess,
Mike McGarvey, Monique Collins, Paul Mainard, Sandy Jamison,
Steve Goebel, Susan Boshkoff, Kim Gishler

**Extra Special Thanks**
Adrian & Jeremy Smith, Troy Horton, Mark Price
Ken Lockley, Andrew Thompson, Alex Joseph, and everyone else at
Core Design for putting up with my daily barrage of phone calls and
faxes!